

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 (currently amended): A gaming apparatus, comprising:

a display unit that is capable of generating video images;

a user input device;

a value input device; and

a controller operatively coupled to said display unit, said user input device, and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to cause a three-dimensional video image of a casino game to be generated on said display unit, said three-dimensional video image including a plurality of layers, each layer depicting a game surface such that the game surface appears to be on a different plane than the game surfaces of other layers, each game surface including a plurality of game indicia;

said controller being programmed to receive a player selected game option from said user input device, the player selected game option being indicative of only one of a first win evaluation method or a second win evaluation method, wherein the first win evaluation method is different than the second win evaluation method, and wherein the first win evaluation method is a three-dimensional win evaluation method associated with game indicia of game surfaces of different layers and the second win evaluation method is a two-dimensional win evaluation method associated with game indicia of a game surface of one of the plurality of game layers, the player selected game option including a selection of any one of the plurality of layers on which the second win evaluation method is to be performed if the second win evaluation method is selected;

said controller being programmed to allow a person to make a wager,

said controller being programmed to cause a three-dimensional video image to be generated on said display unit, said three-dimensional video image representing a casino game,

 said controller being programmed to perform the first win evaluation method to determine a value payout associated with an outcome of said casino game if the player selected game option is indicative of the first win evaluation method; and

said controller being programmed to perform the second win evaluation method to determine a value payout associated with an outcome of said casino game in the any one of the plurality of layers selected if the player selected game option is indicative of the second win evaluation method.

2 (original): A gaming apparatus as defined in claim 1 wherein said controller is programmed to select a pay table from a plurality of pay tables based on said player selected game option.

3 (original): A gaming apparatus as defined in claim 1 wherein said controller is programmed to select a reel strip layout from a plurality of reel strip layouts based on said player selected game option.

4 (withdrawn): A gaming apparatus as defined in claim 1 wherein said controller is programmed to generate a transparent overlay on the display unit, the transparent overlay being indicative of the player selected game option.

5 (withdrawn): A gaming apparatus as defined in claim 4 wherein the transparent overlay is positioned on the display unit via the user input device by dragging a graphical selector.

6 (withdrawn): A gaming apparatus as defined in claim 5 wherein the graphical selector transparently covers a single video slot machine reel position.

7 (withdrawn): A gaming apparatus as defined in claim 5 wherein the graphical selector transparently covers an entire video slot machine reel.

8 (original): A gaming apparatus as defined in claim 1 wherein said controller is programmed to generate a first video slot machine symbol within a second video slot machine symbol on the display unit.

9 (original): A gaming apparatus as defined in claim 1 wherein said first win evaluation method comprises combining a plurality of individual layer evaluations.

10 (original): A gaming apparatus as defined in claim 1 wherein said first win evaluation method comprises an n-kind extension method.

11 (original): A gaming apparatus as defined in claim 1 wherein said first win evaluation method comprises a "Z" layer interaction method.

12 (original): A gaming apparatus as defined in claim 1 wherein said first win evaluation method comprises an extended progressive win evaluation method.

13 (original): A gaming apparatus as defined in claim 1 wherein said controller is programmed to determine the outcome of said casino game based on a number of play layers selected by a player via the user input device.

14 (original): A gaming apparatus as defined in claim 1 wherein said controller is programmed to check said player selected game option for allowability.

15 (original): A gaming apparatus as defined in claim 1 wherein said controller is programmed to check for availability of sufficient credits for the player selected game option.

16 (original): A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

17 (original): A gaming system as defined in claim 16, wherein said gaming apparatuses are interconnected via the Internet.

18 (original): A gaming apparatus as defined in claim 1 wherein said three-dimensional video image represents a game selected from the group of games consisting of video poker, video blackjack, video slots, video keno and video bingo,

 said video image comprising an image of at least five playing cards if said game comprises video poker,

 said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

 said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

 said video image comprising an image of a plurality of keno numbers if said game comprises video keno,

 said video image comprising an image of a bingo grid if said game comprises video bingo.

Claims 19-29 (canceled).

30 (new). A gaming apparatus as defined in claim 1, the player selected game option being indicative of a second win evaluation method and including a selection of one of the plurality of layers; said controller being programmed to receive another player selected game option from said user input device, the another player selected game option being indicative of a second win evaluation method and being associated with another of the plurality of layers.

31 (new). A gaming apparatus as defined in claim 30, the game indicia of the one of the plurality of layers and the another of the plurality of layers representing separate slots games, the game indicia for each slots game being organized into reels and associated with a plurality of possible paylines, the player selected game option being associated with a payline in the one of the plurality of layers and the another player selected game option being associated with a payline in the another of the plurality of layers.

32 (new). A gaming apparatus as defined in claim 30, said controller being programmed to receive a further player selected game option from said user input device, the further player selected game option being indicative of a first win evaluation method and being associated with at least one of the game indicia from the one of the plurality of layers and at least one of the game indicia from the another of the plurality of layers.

33 (new). A gaming apparatus as defined in claim 32, wherein there are a corresponding number of reels displayed in the one and the another of the plurality of layers, and the at least one of the game indicia from the one of the plurality of layers and the at least one of the game indicia from the another of the plurality of layers are from the same reel in the one and the another of the plurality of layers.

34 (new). A gaming apparatus as defined in claim 32, wherein there are a corresponding number of reels displayed in the one and the another of the plurality of layers, and the at least one of the game indicia from the one of the plurality of layers and the at least one of the game indicia from the another of the plurality of layers are from different reels in the one and the another of the plurality of layers.

35 (new). A gaming apparatus as defined in claim 1, the player selected game option including a selection to play each of the plurality of layers separately from the other of the plurality of layers.

36 (new). A gaming apparatus as defined in claim 1, the player selected game option including a selection to play each of the plurality of layers linearly combined with each other.

37 (new). A gaming apparatus as defined in claim 1, the player selected game option including a selection to play each of the plurality of layers non-linearly combined with each other.

38 (new). A gaming apparatus as defined in claim 1, the player selected game option including a selection to play one of the plurality of layers only for free game opportunities, only for bonus multipliers or only for progressive jackpots.

39 (new). A gaming apparatus as defined in claim 1, the player selected game option including a selection to of how many layers to include in the plurality of layers.